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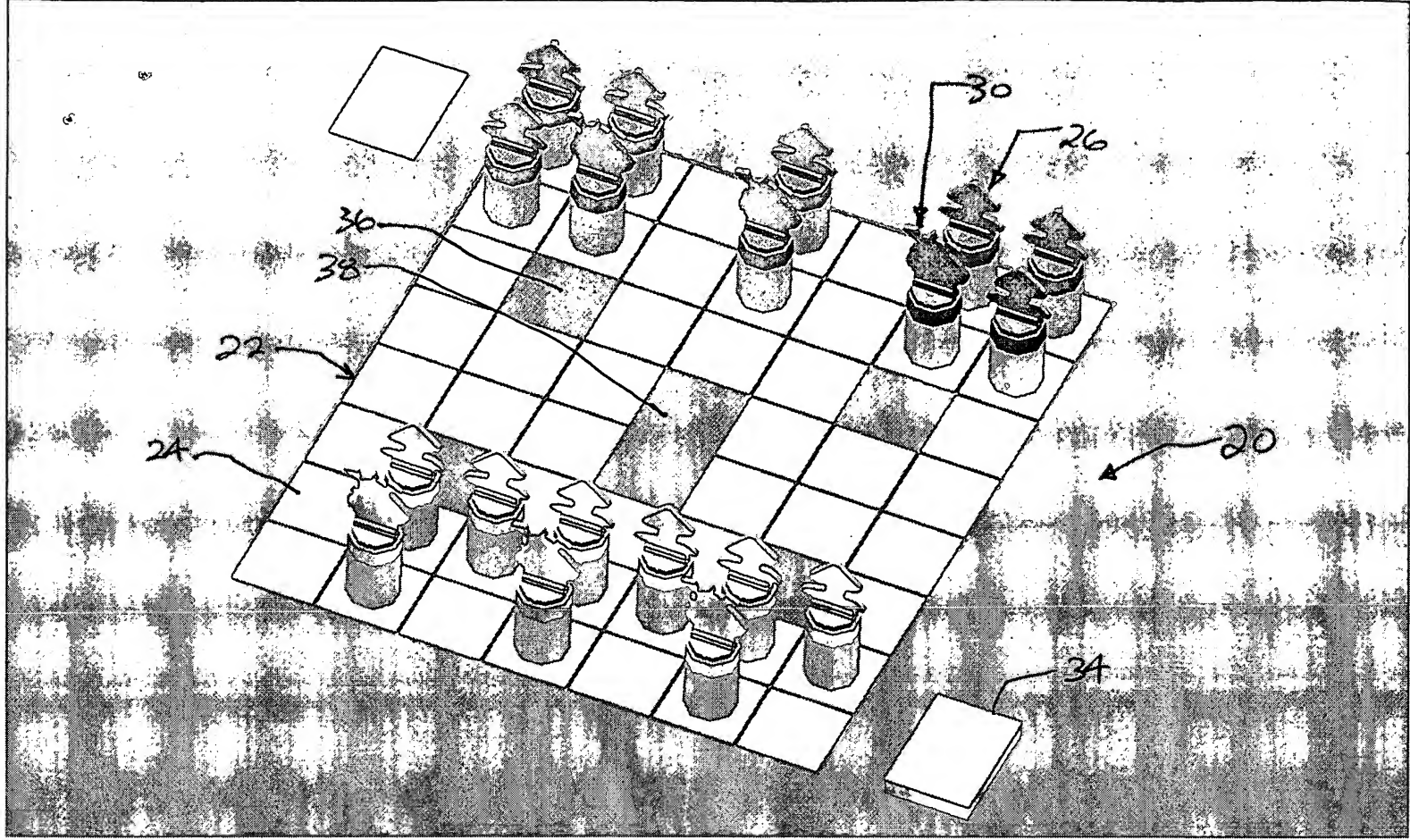


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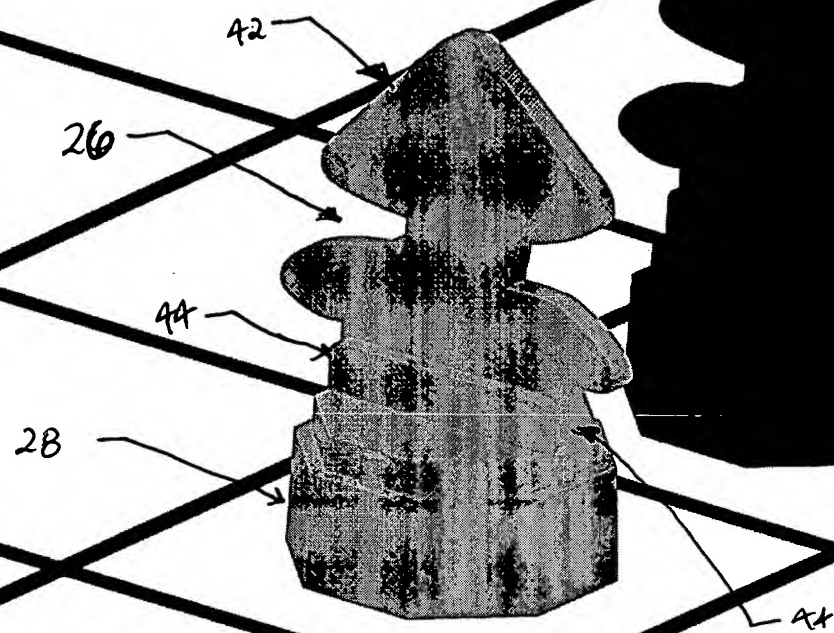


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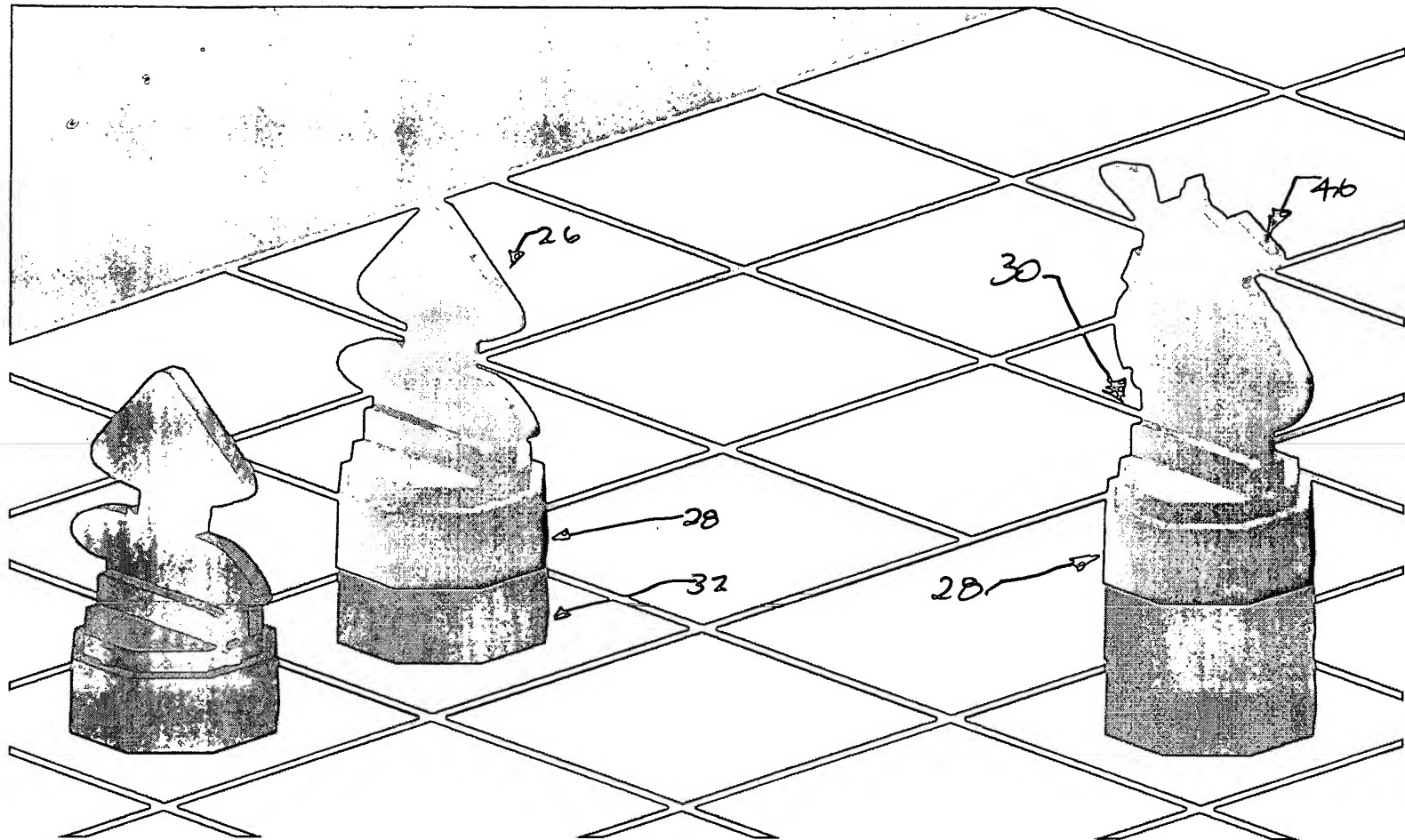


Fig. 3



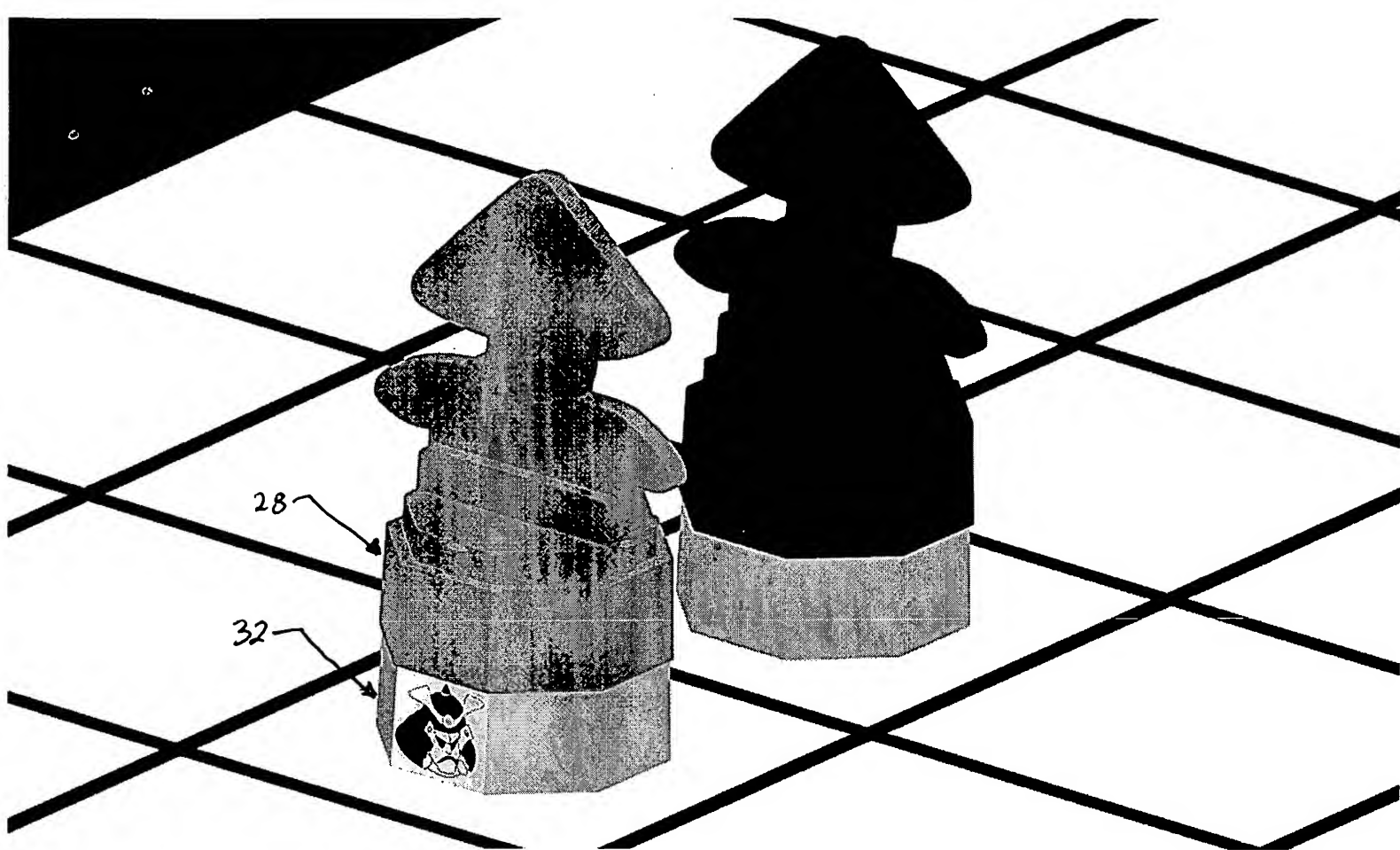


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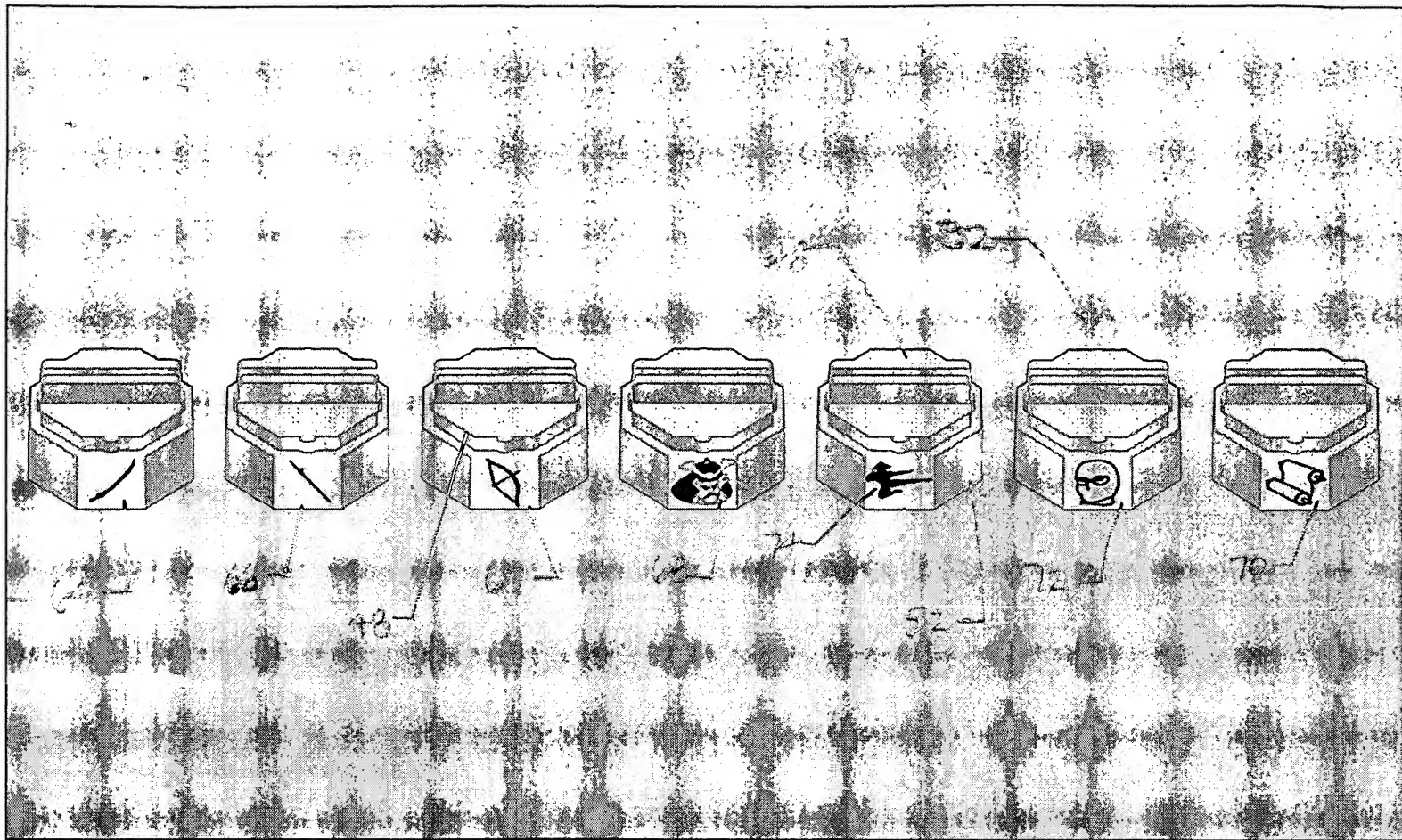


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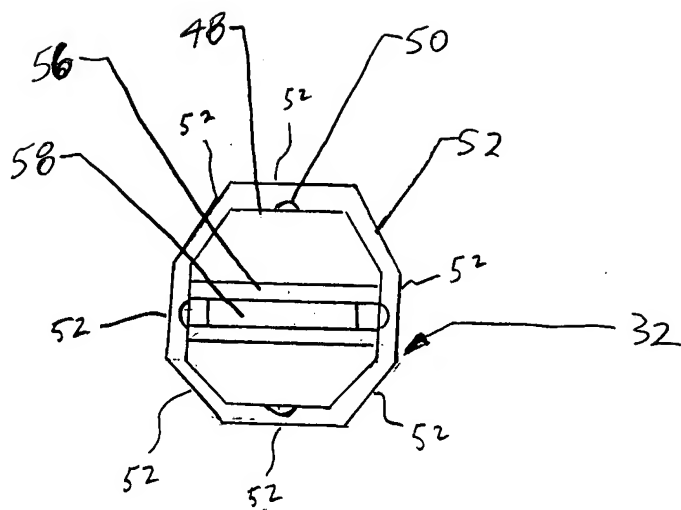


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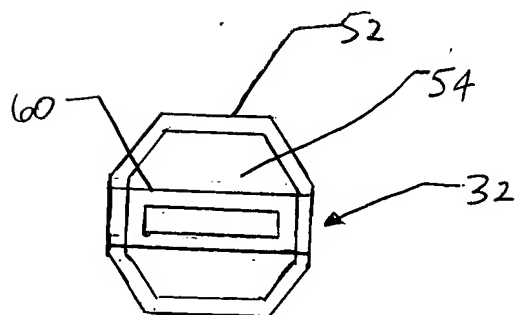


Fig. 5b

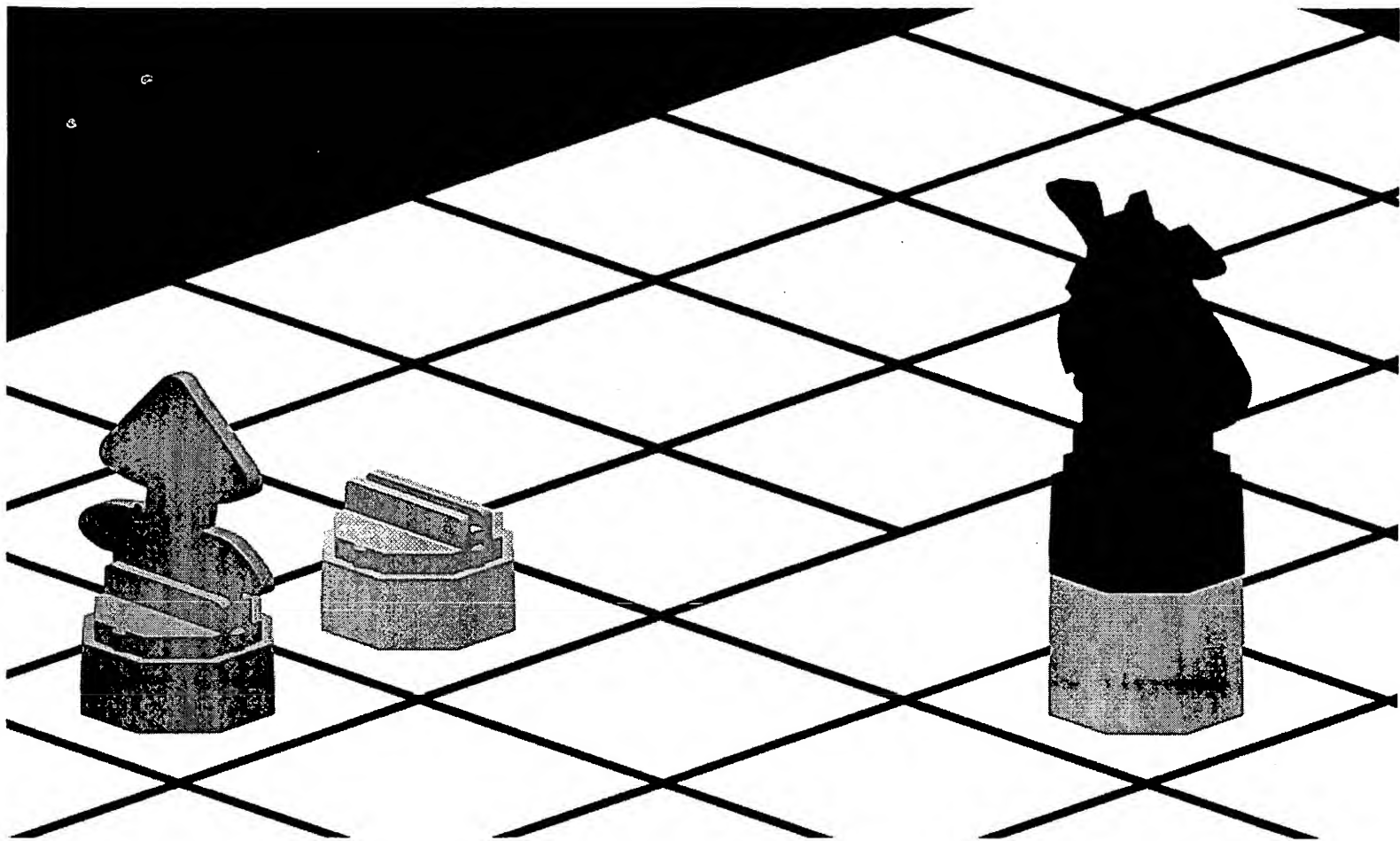


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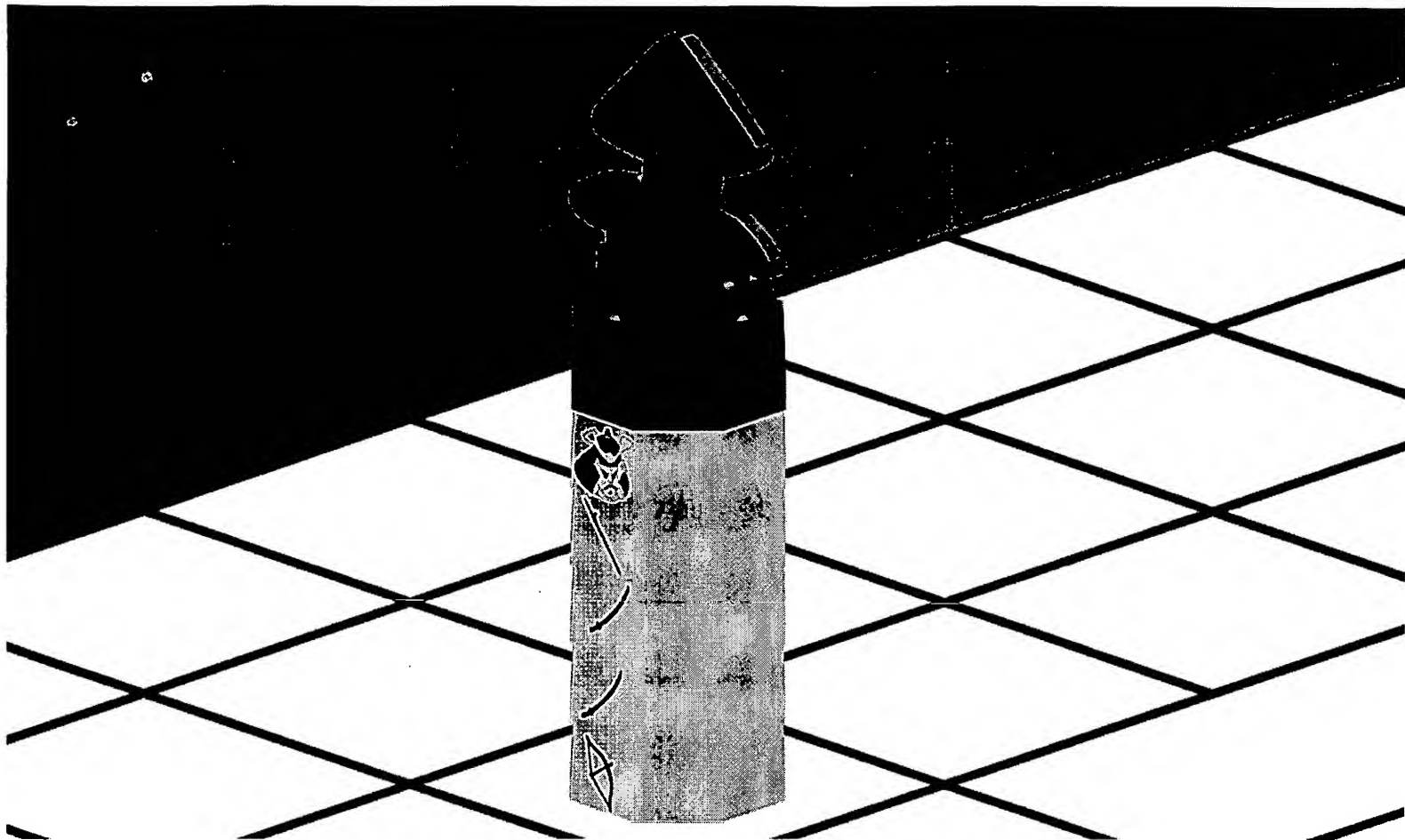


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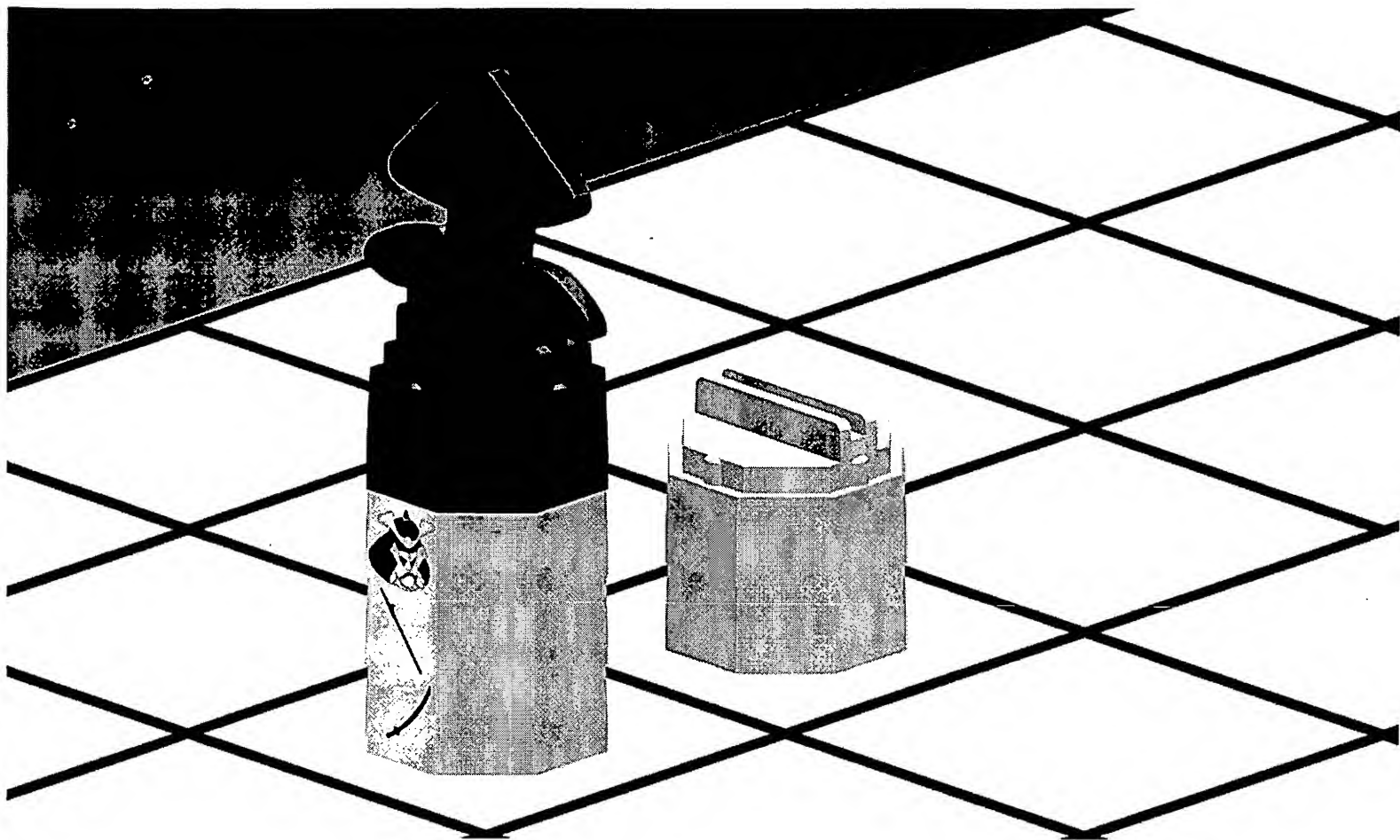


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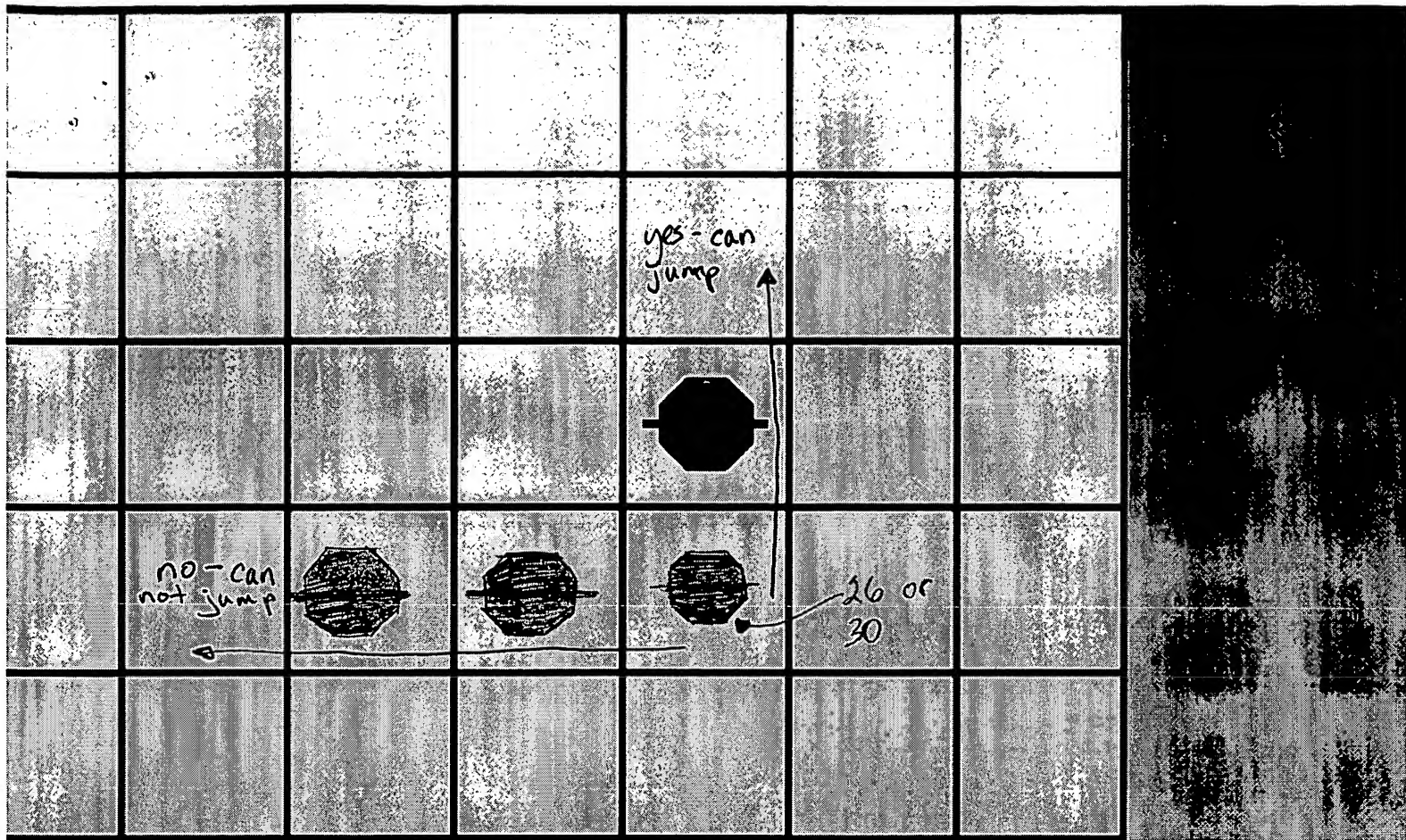


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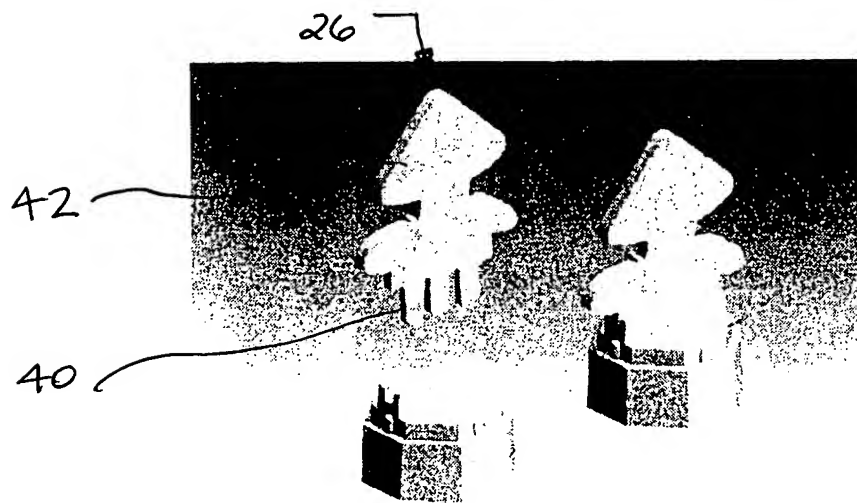


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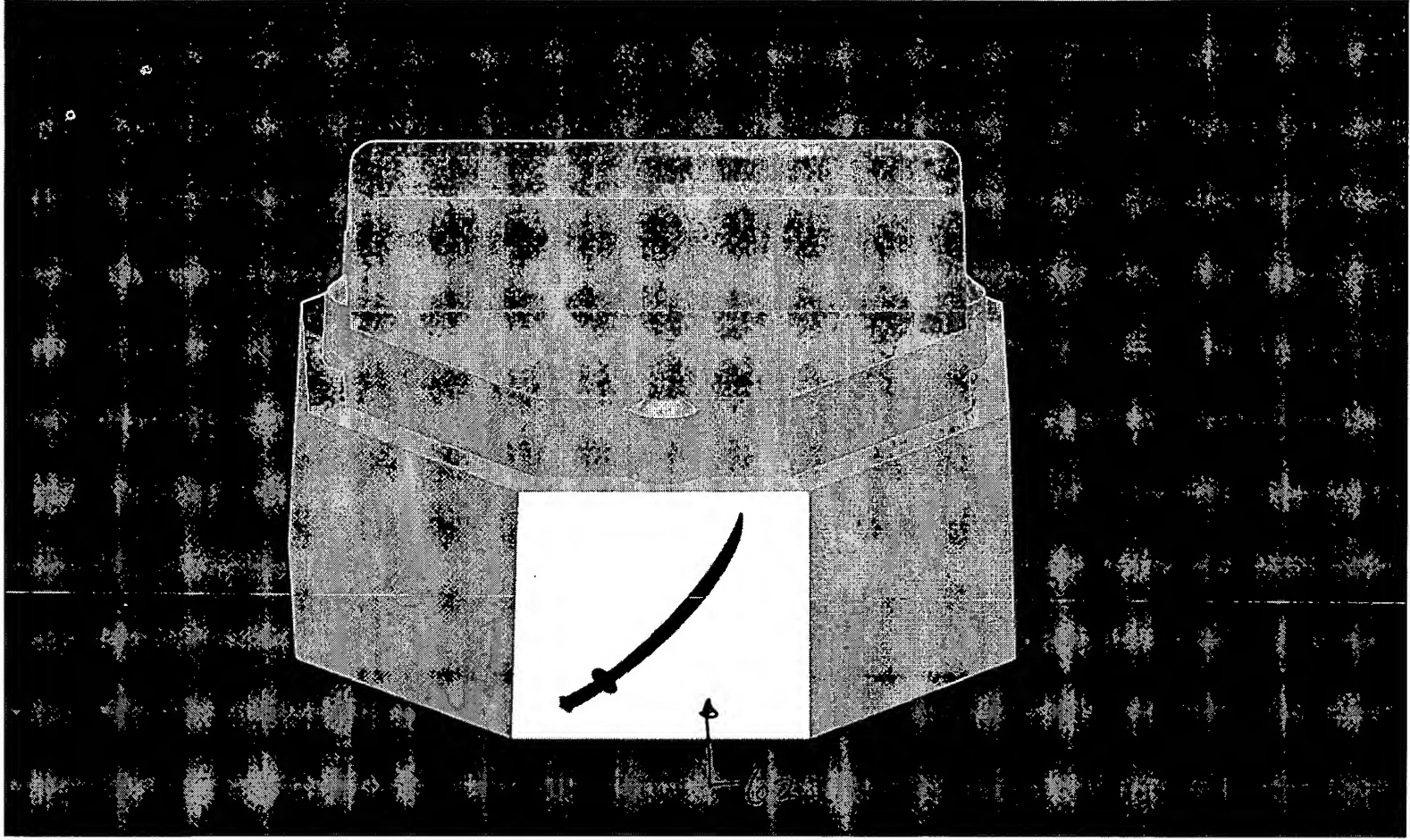


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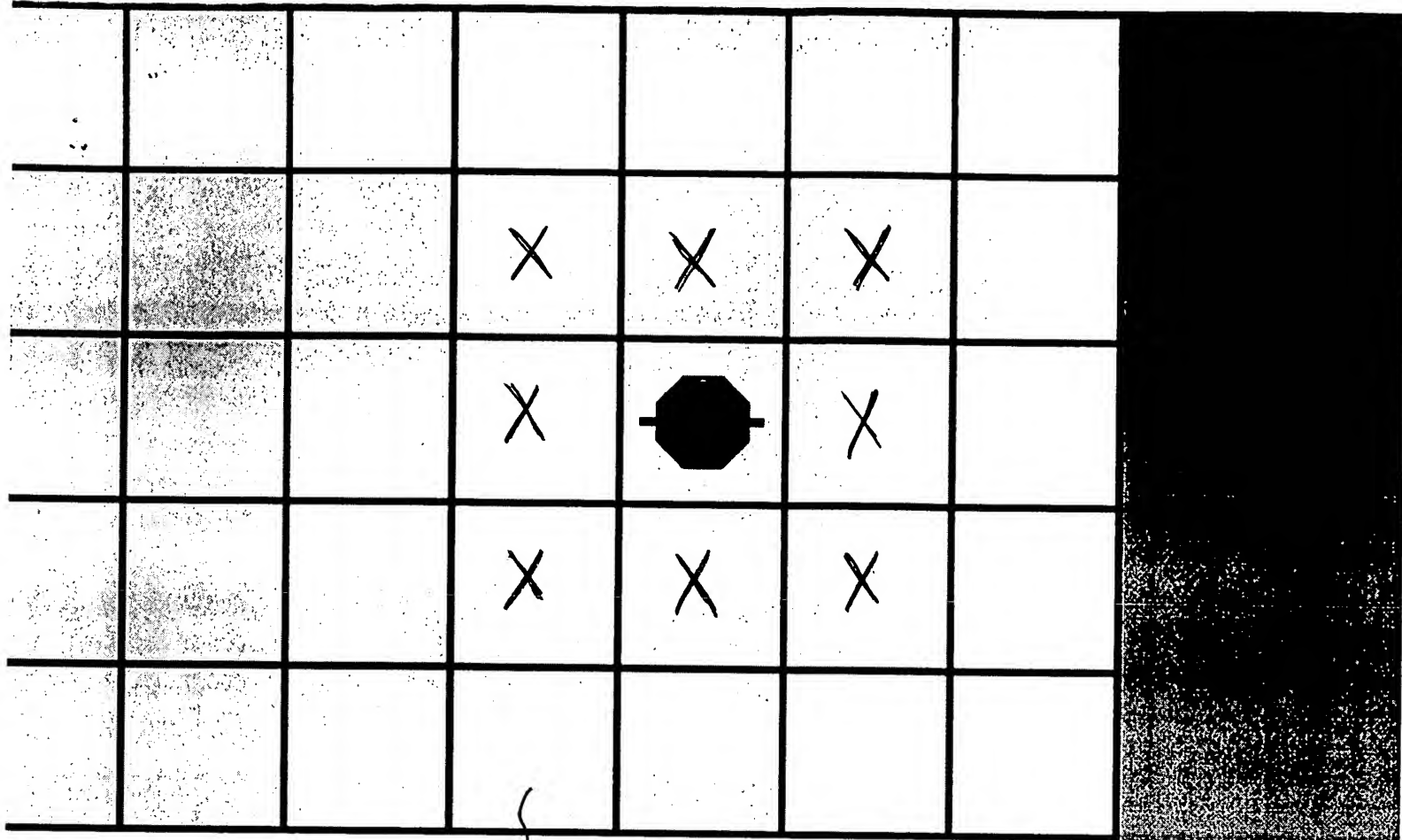


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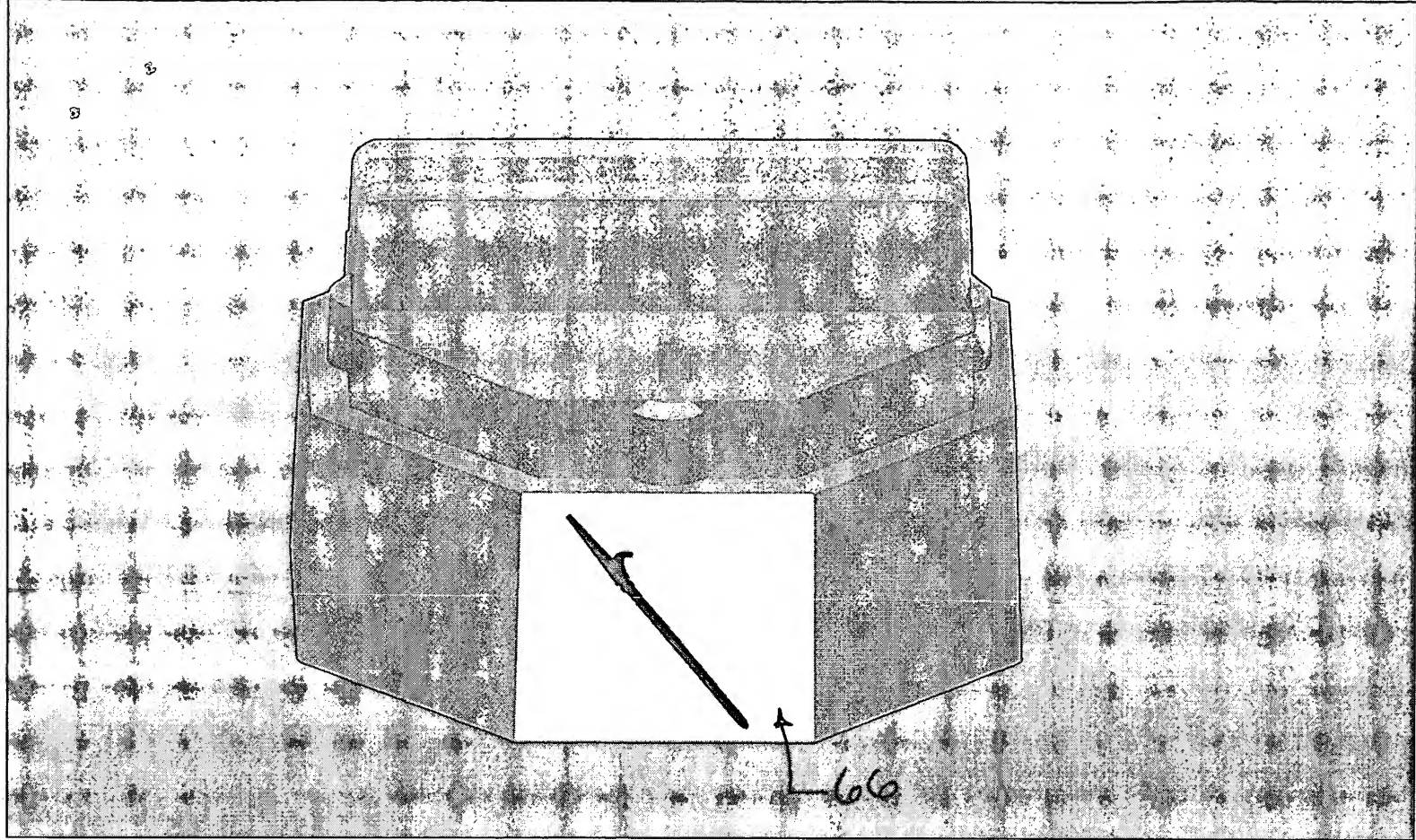
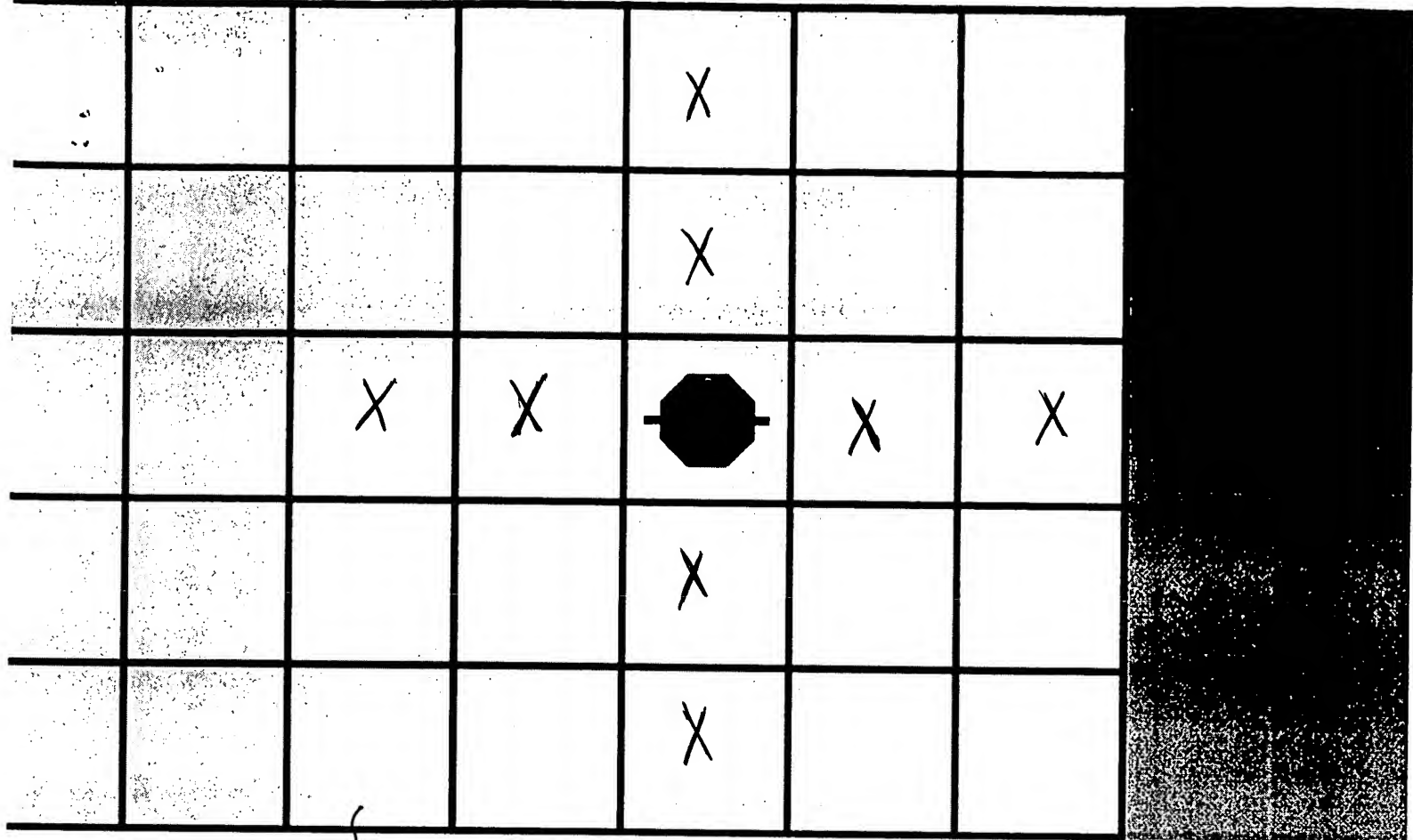


Fig. 13



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Fig. 14

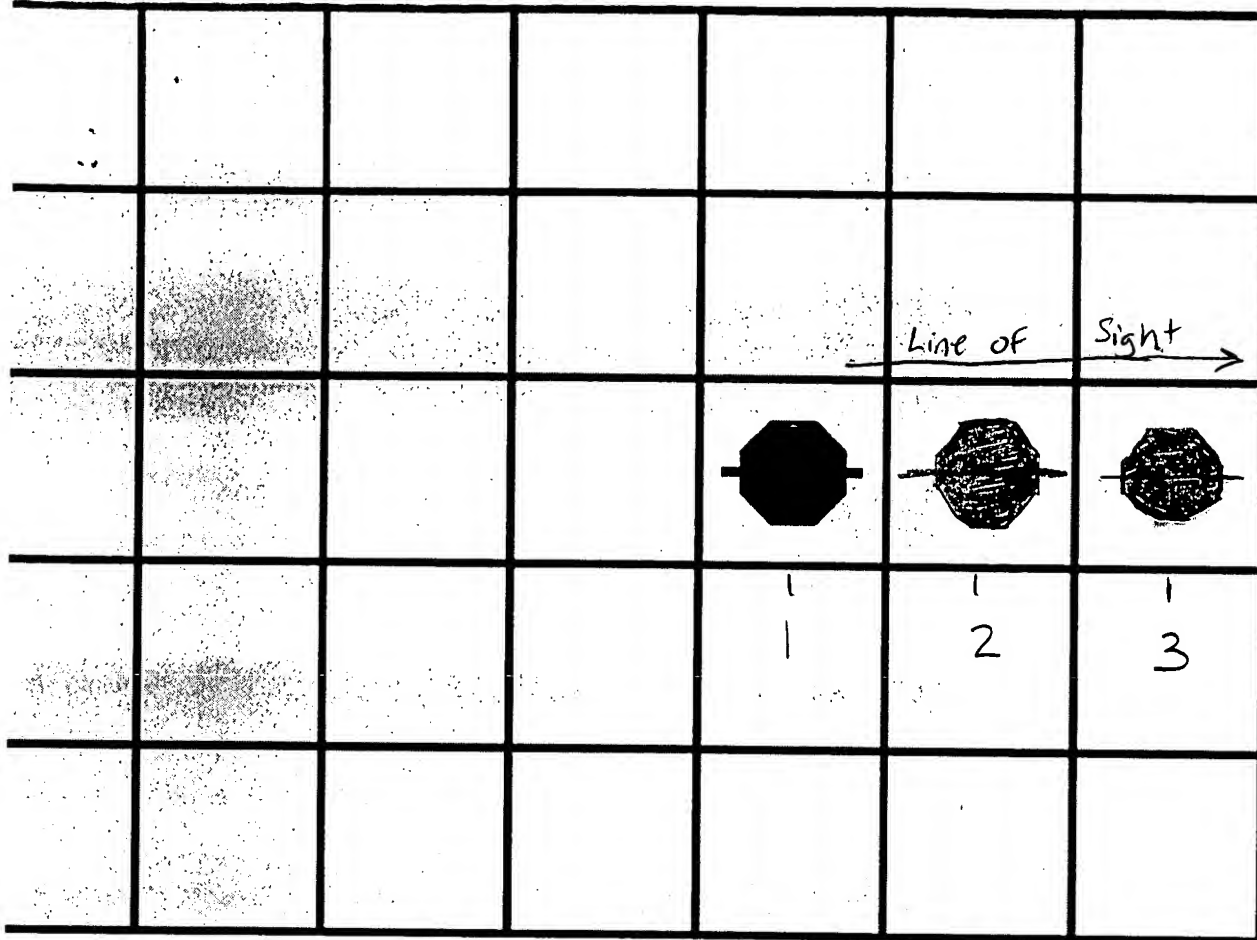


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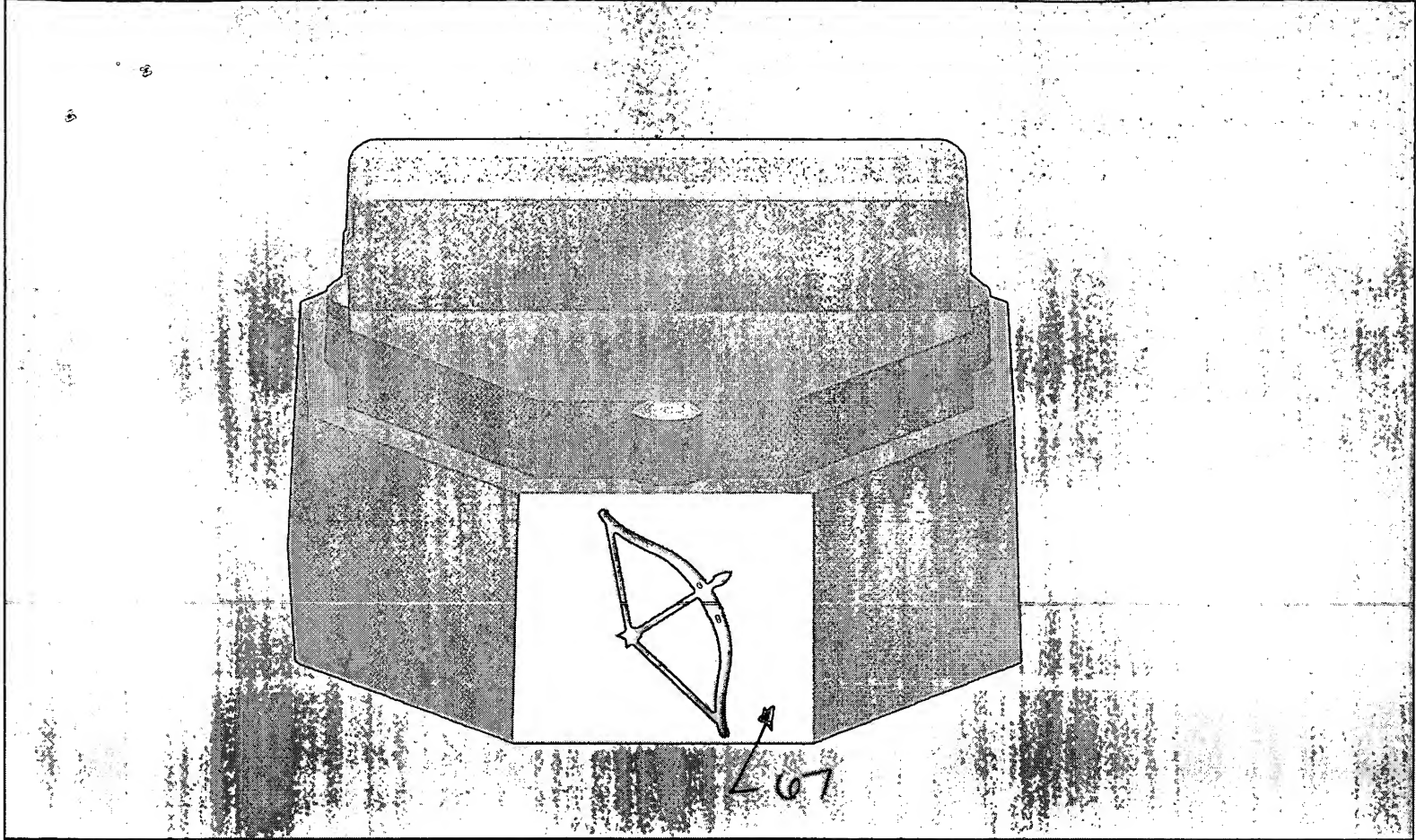


Fig. 16

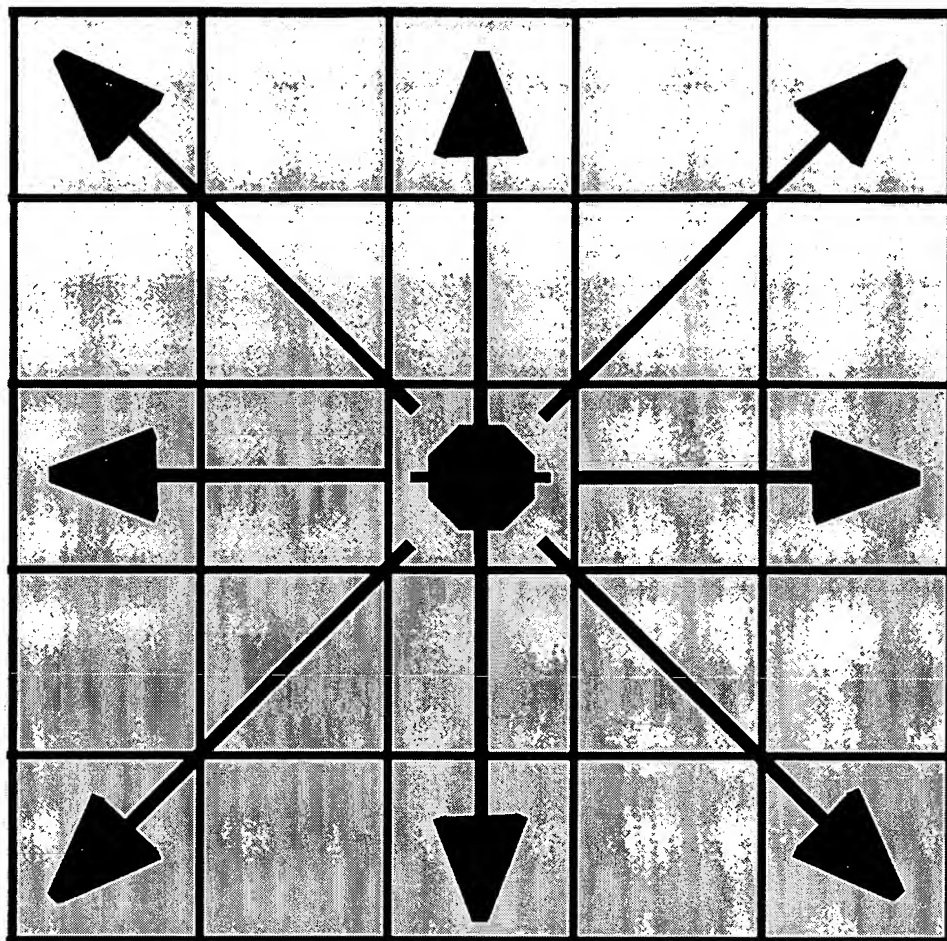


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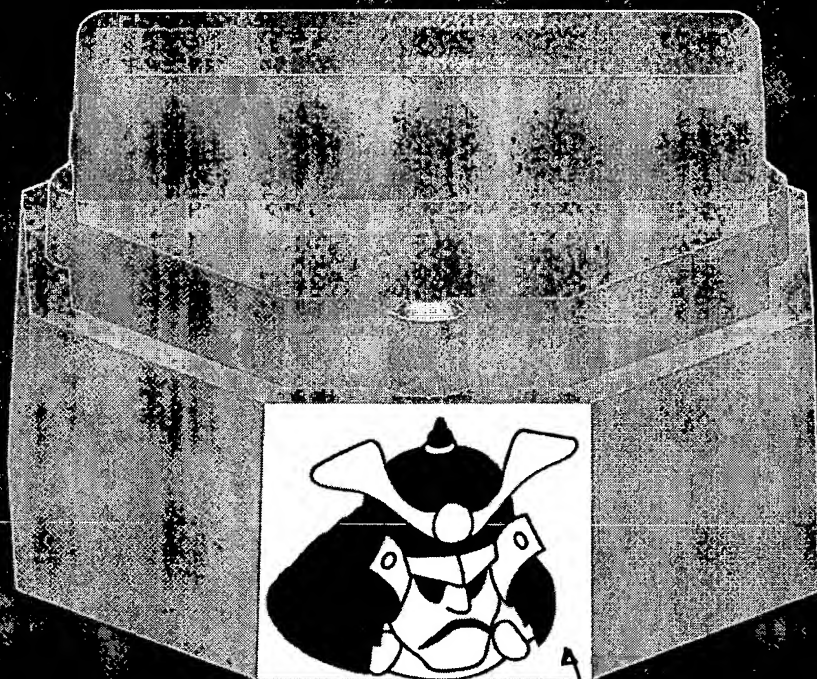
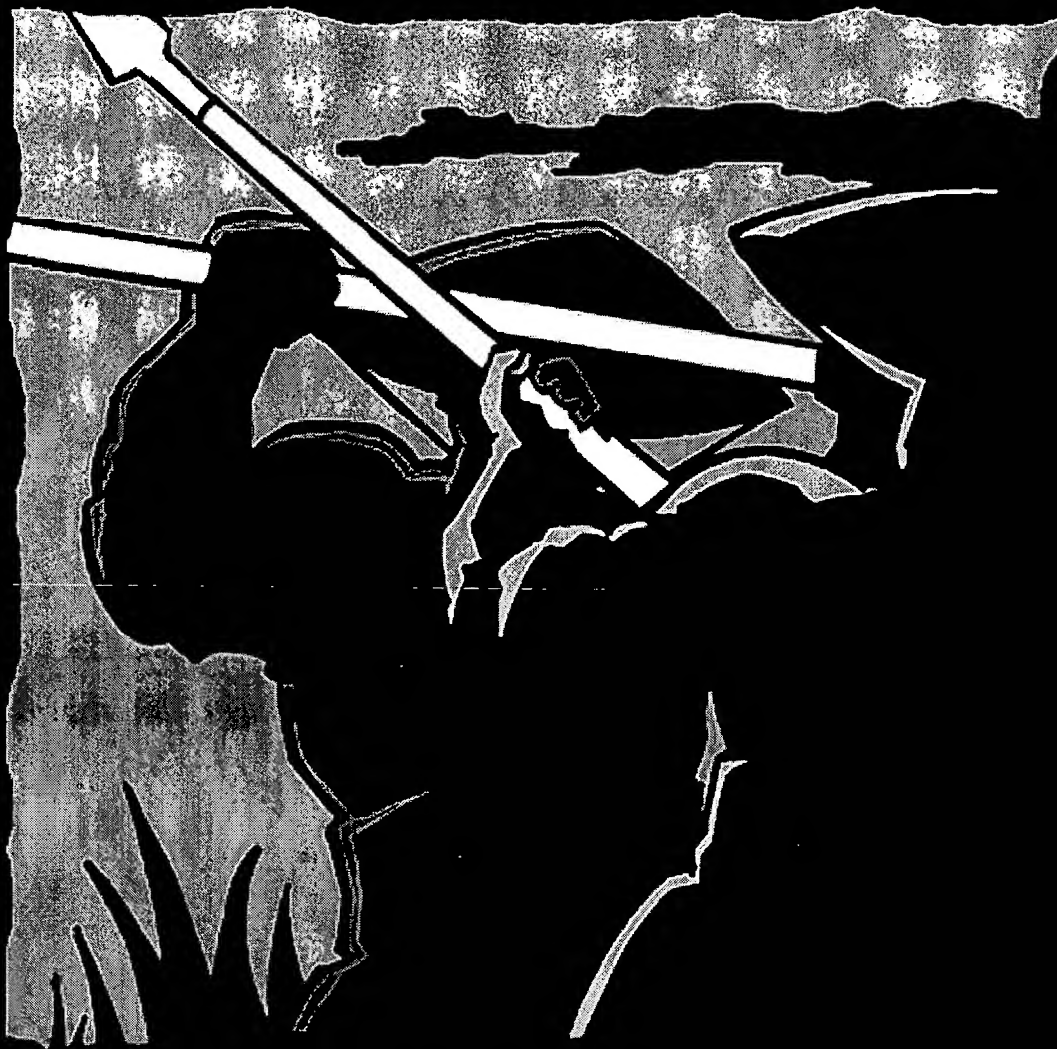


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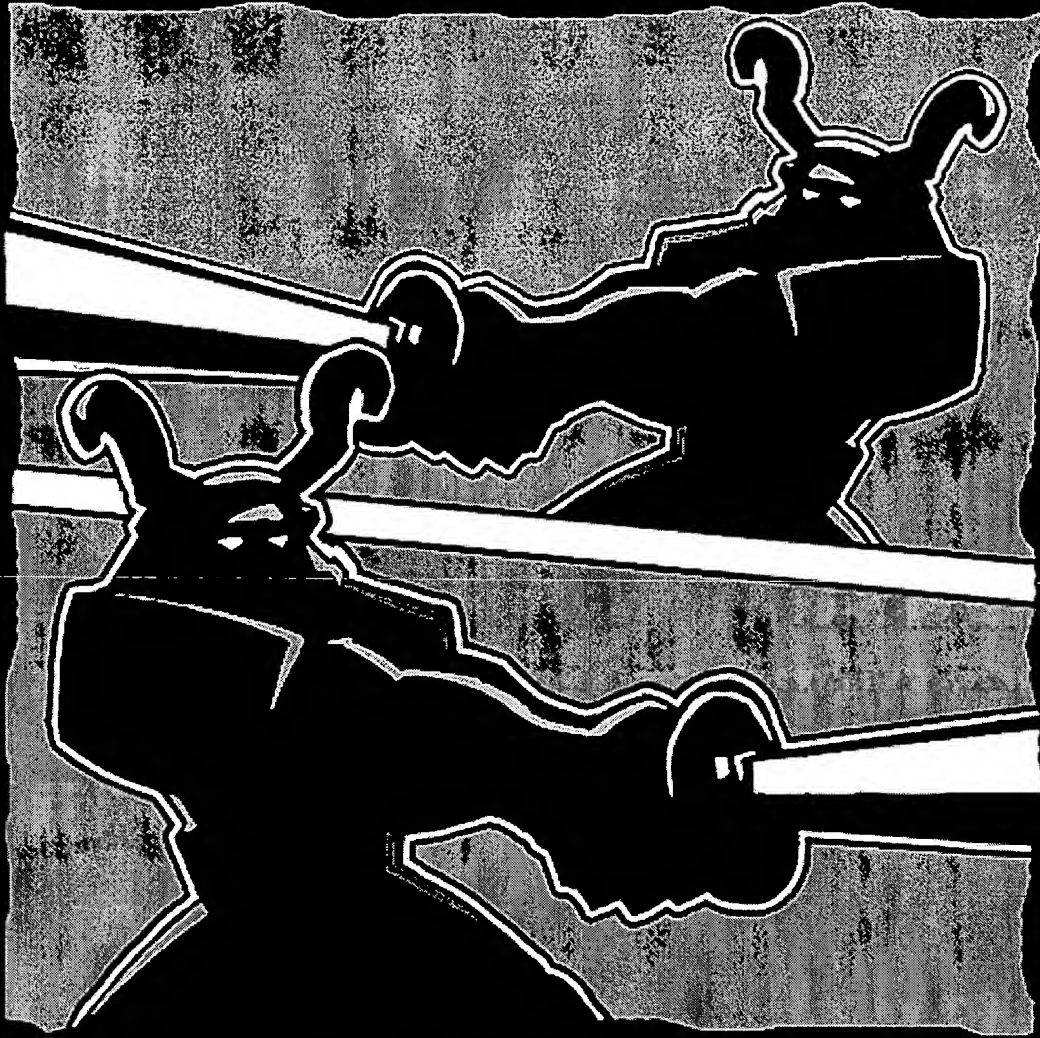


## CLASH

76

*Discard the same type of weapon as the one you are being attacked with to block your opponent's attack, i.e. a sword stops a sword, a bow stops a bow.*

Fig. 19



← 78

## DOUBLE HIT

*Ranged weapon attack hits twice on the same enemy warrior. This card must be played at the same time as the weapon.*

Fig. 20





## INFLUENCE

You may move an enemy warrior 1 space. You may influence warriors into hand-to-hand combat on the space your warrior is on, or onto a stack of items on the battlefield.



## MANEUVER

*Move any 2 of your warriors two spaces each. Warriors cannot attack.*



A-84

## STRONG ARMOR

*Play as an enemy attacks your warrior to make an armor item block a ranged attack without being removed.*

Fig. 23



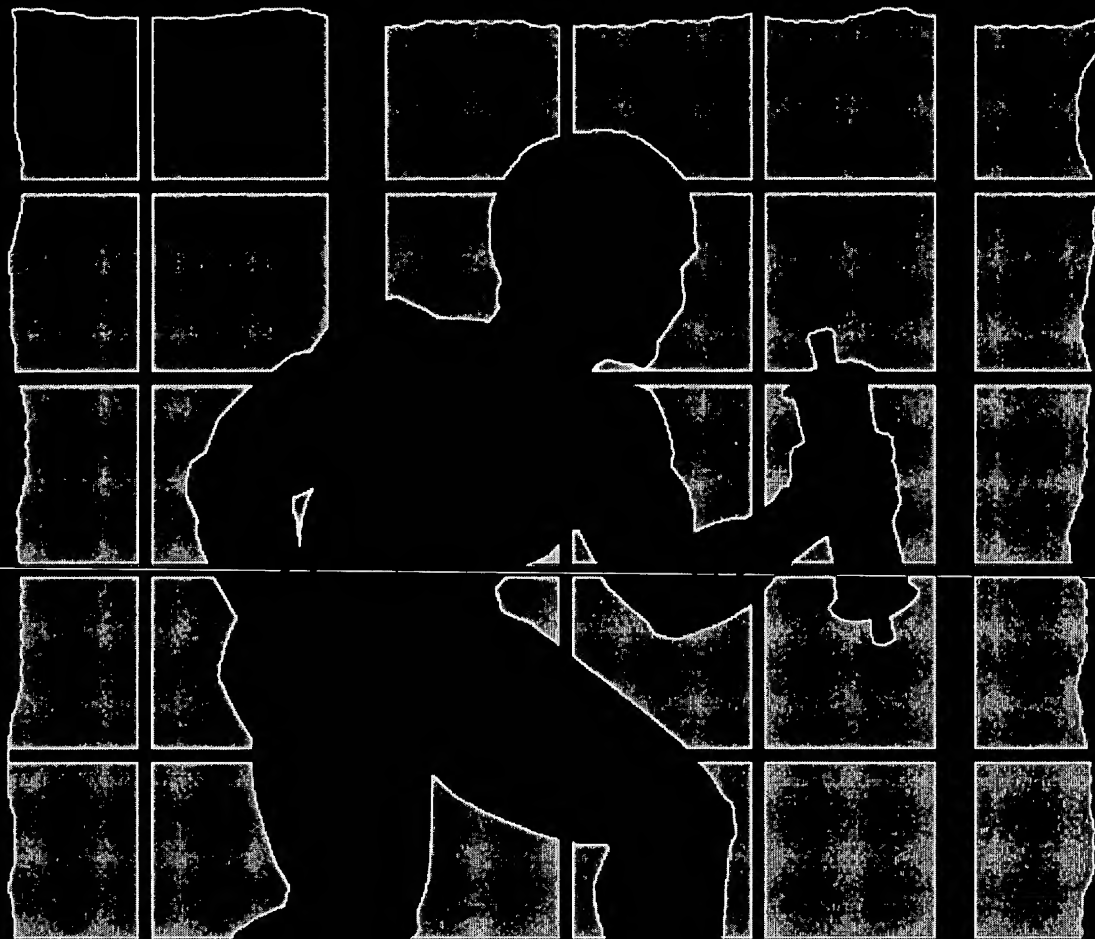


## MORALE

← 86

*Cancel any card played by your opponent. A Morale card can always be played to cancel another card.*

Fig. 24

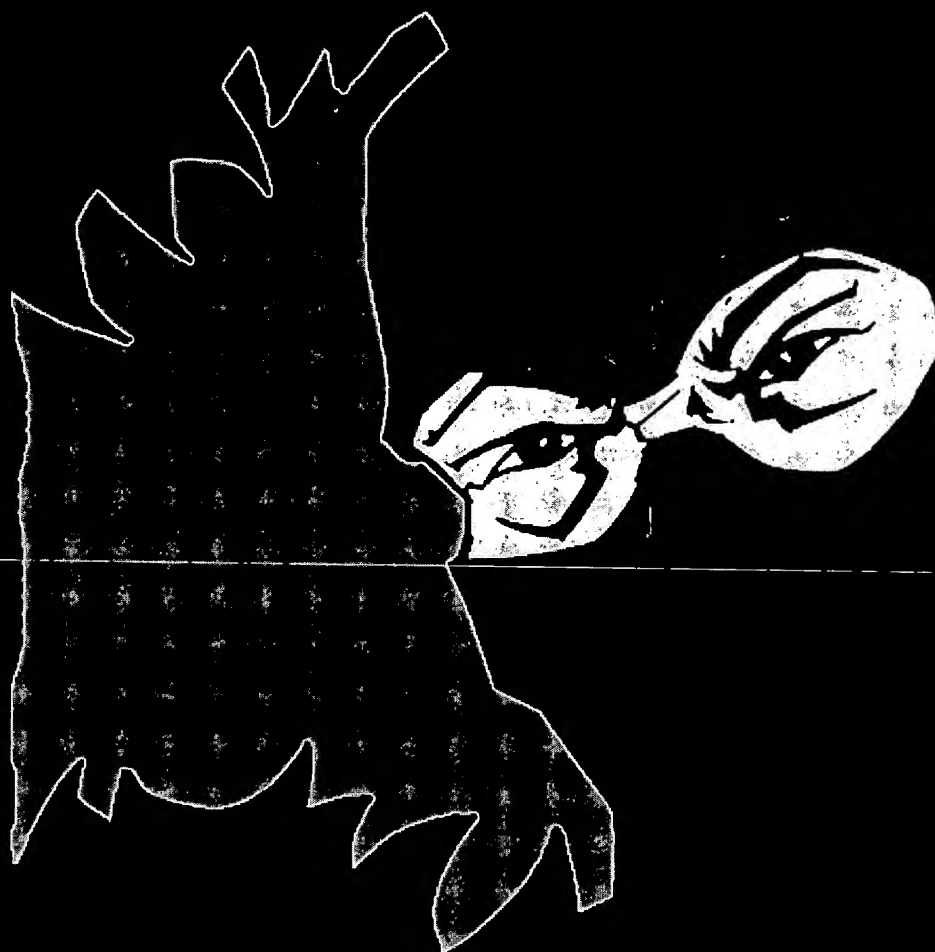


← 88

## NINJA ATTACK

*Steal one of your opponent's Clan Cards randomly. Stolen card may be played immediately.*

Fig. 25



## NINJA SPY

*Play to examine all of the items  
possessed by any single warrior.*

90

Fig. 26





## REINFORCEMENTS

4-92

If your attacking warrior runs out of moves or items capable of defeating an enemy warrior, you may take a complete 2nd turn with a different warrior so long as you attack the same enemy only.

Fig. 27



## RETREAT

← 94

When attacked you may move a defending warrior 1 space away, intact without losing any items. The enemy will still discard its item if it was a ranged attack.

Fig. 28



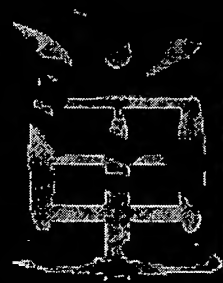
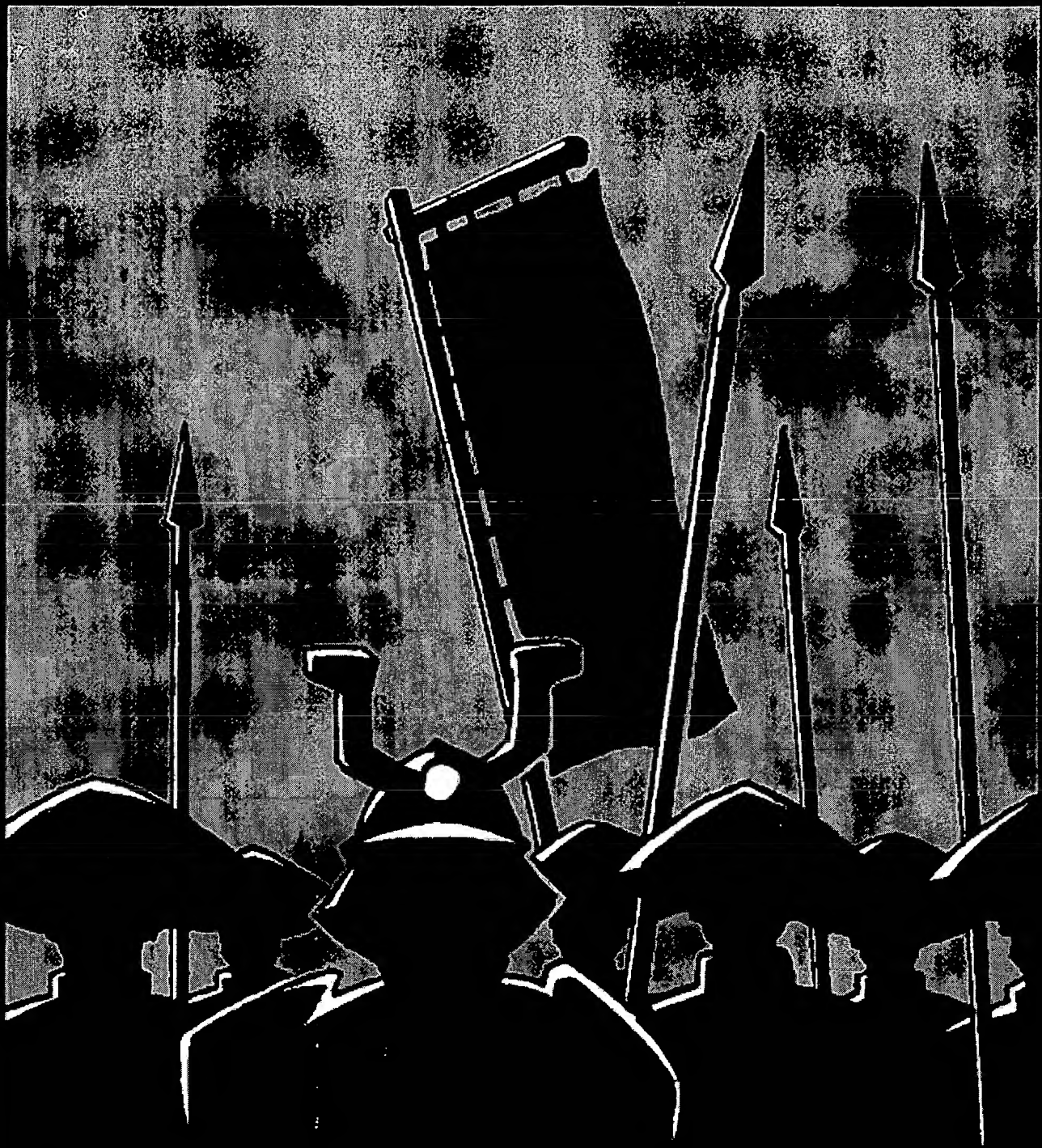
## STEALTH

96

Move a warrior as far as desired in one direction. You may not move before or after playing Stealth. You may not land on or pass through warriors or obstacles. Ignore items on the battlefield while moving.

Fig. 29





# SENJUTSU

Fig. 30